IN THE TITLE:

Please amend the title of the invention to read --IMAGE PROCESSING APPARATUS, METHOD, AND STORAGE MEDIUM FOR CONTROLLING DISPLAY OF COPYRIGHT-PROTECTED INFORMATION--.

IN THE SPECIFICATION:

Please replace the paragraph at page 1, lines 5-7 with the following paragraph. A marked-up copy of the paragraph at page 1, lines 5-7, showing the changes made thereto is attached.

--The invention relates to an image processing apparatus, method, and system and a storage medium, in which a copyright can be protected.--

Please replace the paragraph at page 1, lines 9-16 with the following paragraph. A marked-up copy of the paragraph at page 1, lines 9-16, showing the changes made thereto is attached.

--Hitherto, a VRML (Virtual Reality Markup Language) is widely and generally used as a language to describe a 3D (three dimension) scene. In a system using such a language, an arbitrary object is arranged in a 3D space, a sight point, a light source, a texture map, and the like are set to thereby construct a scene, and a virtual space with high realism can be formed by adding data such as video/audio data to each object.--

Please replace the paragraph at page 1, lines 17-23 with the following paragraph. A marked-up copy of the paragraph at page 1, lines 17-23, showing the changes made thereto is attached.

a3 cont

--In ISO/IEC 14494-1 (MPEG-4 Systems), on the basis of the foregoing VRML, data to describe the scene is reduced and a 3D scene similar to that mentioned above is described by using a BIFS (Binary Format for Scene Description) obtained by using a binary expression - table to convert the VRML. The binarized BIFS data is called a BIFS stream.--

Please replace the paragraph at page 6, lines 2-4 with the following paragraph. A marked-up copy of the paragraph at page 6, lines 2-4, showing the changes made thereto is attached.

a4

--In such a case, however, the 3D object box itself is not displayed in a manner similar to the 3D object cylinder at this time.--

Please replace the paragraph at page 6, lines 5-12 with the following paragraph. A marked-up copy of the paragraph at page 6, lines 5-12, showing the changes made thereto is attached.

-- Therefore, one approach considered is to previously divide the BIFS stream into every 3D object and protect only the stream which defines the 3D object cylinder. However, it is not

easy to divide the BIFS stream and each time the 3D object is moved, modified, extinguished, or newly appears, the BIFS stream corresponding thereto has to be updated or the like, so that a problem arises such that processes become complicated.--

a4 cont

Please replace the paragraph at page 6, lines 13-18 with the following paragraph. A marked-up copy of the paragraph at page 6, lines 13-18, showing the changes made thereto is attached.

--In the case of using the VRML, it is also a considered approach to form a VRML file corresponding to each 3D object and describe the whole 3D scene so as to individually recognize each of a plurality of 3D objects. In this case, however, a problem arises such that the VRML file has to be complicatedly formed.--

Please replace the paragraph at page 6, lines 21-27 with the following paragraph. A marked-up copy of the paragraph at page 6, lines 21-27, showing the changes made thereto is attached.

--In consideration of the above problems, it is an object of the invention to provide an image processing apparatus, method, and system and a storage medium, in which a copyright with respect to an arbitrary 3D object can be extremely simply and easily protected without performing a troublesome process such that a stream of BIFS is divided into a plurality of streams.--

a5

Please replace the paragraph at page 7, lines 1-15 with the following paragraph. A marked-up copy of the paragraph at page 7, lines 1-15, showing the changes made thereto is attached.

--To accomplish the above object, according to a preferred embodiment of the invention, there is disclosed an image processing apparatus for displaying a three-dimensional scene, comprising identifying means for identifying a 3-dimensional object having copyright-protected information among 3-dimensional objects constructing the 3-dimensional scene, on the basis of data describing the 3-dimensional scene; and display inhibiting means for inhibiting a display of the 3-dimensional object identified by the identifying means until a predetermined authenticating process is finished. There are also disclosed an information processing method for such an information processing apparatus and a storage medium which stores a program to realize such an information processing method.--

a5 cont

IN THE CLAIMS:

Please amend Claims 1-5, 9, 11-15, 19, and 22 to read as follows. A marked-up version of the amended claims, showing the changes made thereto, is attached. All pending claims, including those that are not amended herein, are set forth for the Examiner's convenience.

Sub B1

1. (Amended) An image processing apparatus for displaying a scene, comprising:

(A) identifying means for identifying an object having copyright-protected information among objects constructing the scene on the basis of data describing the scene; and